

31. (Unchanged) The method of claim 30 wherein the client is executing in a process and the server is launched in a separate process.

32. (Unchanged) The method of claim 30 wherein the client is executing in a process and the server is launched in the same process.

33. (Unchanged) The method of claim 30 wherein the client and the server exchange data using a compatible format.

34. (Amended) The method of claim 27 wherein the client determines the association while the server is not executing.

35. (Amended) The method of claim 71 wherein the server records in the configuration store, an association between itself and the class identifier.

36. (Unchanged) The method of claim 35 including when the server supports a data format that is compatible with the client, launching the server.

37. (Unchanged) The method of claim 36 wherein the client is executing in a process and the server is launched in a separate process.

38. (Unchanged) The method of claim 36 wherein the client is executing in a process and the server is launched in the same process.

39. (Unchanged) The method of claim 36 wherein the client and the server exchange data using a compatible format.

40. (Amended) The method of claim 36 wherein the client determines the data formats while the server is not executing.

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41. (Amended) The method of claim 71 for supplying the server to perform the requested manipulation wherein the server populates the configuration store with class identifiers it supports.

42. (Amended) The method of claim 41 wherein the client determines the server that supports the class identifier while the server is not executing.

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43. (Amended) The method of claim 41 wherein the server populates the configuration store during installation of the server.

44. (Amended) The method of claim 41 wherein the server populates the configuration store when the server is launched.

45. (Amended) The method of claim 41 including when the server supports a data format that is compatible with the client, launching the server.

46. (Unchanged) The method of claim 45 wherein the client is executing in a process and the server is launched in a separate process.

47. (Unchanged) The method of claim 45 wherein the client is executing in a process and the server is launched in the same process.

48. (Unchanged) The method of claim 45 wherein the client and the server exchange data using a compatible format.

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49. (Amended) A computer-readable medium containing instructions for causing a computer system to perform the method of claim 71.

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71. (Amended) A method in a client and a server computer system for manipulating an object displayable in the client and identified by a class identifier, the computer system having a configuration store for storing the class identifier and associating the class identifier with a server out of a plurality of servers, the method comprising:

- requesting by the client through an application programming interface a manipulation to be performed on the object;
- determining from the configuration store via the class identifier, a server out of a plurality of servers to perform the requested manipulation on the object; and
- sending a message to the server to perform the requested manipulation on the object.

72. (Unchanged) The method of claim 71, wherein the object displayable in the client is a first object, the method further comprising:

- depicting the first object as appearing inside a second object displayable in the client.

73. (Unchanged) The method of claim 71, wherein the client determines from the configuration store and displays for a user a list of available manipulations on the object.

74. (Unchanged) The method of claim 71, wherein the server is started up in response to receiving the message.

75. (Unchanged) The method of claim 71, wherein the server shuts down after completion of manipulations requested in the message.

76. (Unchanged) The method of claim 71 wherein a user can select a new object from amongst a plurality of embedded or linked objects displayed in a graphical user interface.

77. (Unchanged) The method of claim 71 wherein a user can select a manipulation or procedure to be performed on a selected object from amongst a plurality of manipulations or procedures displayed in a graphical user interface.

78. (Unchanged) A method in a client and a server computer system, the computer system having a configuration store for storing identifiers of available embedded or linked objects and identifier of servers associated with the embedded or linked objects, the method comprising:

requesting by a user from the client, creation of an embedded or linked object;

determining from the configuration store and presenting to the user by the client a list of the available linked or embedded objects;

selecting by the user from the available list presented by the client an object to be linked or embedded within a container object; and

determining a server associated with the linked or embedded object to implement the selected linked or embedded object and sending a message from the client to the server to create the selected linked or embedded object;

whereby the created linked or embedded object is created by the server and the user can edit or otherwise manipulate the linked or embedded object.

79. (Unchanged) The method of claim 78 wherein the user is able to edit or manipulate a linked or embedded object by selecting an action available on a client menu.

80. (Canceled)

81. (Unchanged) A computer software system comprising:

client means for displaying an object displayable within the client means, wherein the object is associated with an object class identifying means;